# Test Task

Preface

Thank you for accepting to do this test. With this test we would like to see how you handle the logical implementation and how you use Unitys capabilities to make it feel and look attractive.

Please note that the focus of your task lies in the logical implementation of the game you build and is mainly going to be judged by that. That means you should first and foremost focus on making the game work before spending time to improve its look and feel.

Your Task

Your task is to build a 3D Tic-Tac-Toe game, where the game-pieces are picked up and placed using a 3-Dimensional Cartesian Robot. The playing field as well as the game pieces and the Cartesian Robot should be 3D.
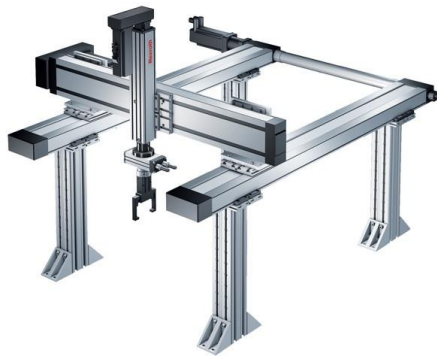
Example for a 3-Dimensional Cartesian Robot

The game should be played between a player and a computer, leaving control over the cartesian robot only to the one whose turn it is.

When the game ends the result should be visualized in some way and the player should get the option to play another round.

Third Party Assets

Feel free to use free or open-source code & assets to improve the look and feel of the game, but make sure we can see which code you wrote and which you didn't and include references and links to the resources you used.